

instant challenges

This set of *Instant Challenges* is provided as a starter set for your teams to practice. Be sure to do as many *Instant Challenges* as possible as you prepare for the Tournament.

Points of Interest!

Destination ImagiNation *Instant Challenges* are kept confidential until the day of the Tournament. When devising solutions for *Instant Challenges*, teams may show, among other things:

- The ability to assess and use available materials in creative ways
- A knack for improvisation
- A collaboration of efforts
- Their engineering skills
- A flair for performance
- Time-management strategies
- Teamwork

Teams and individuals using these *Instant Challenges* must hold a 2010-11 Team Number. The Destination ImagiNation Team Number is a license to compete in sanctioned Tournaments and/or to use the Destination ImagiNation *Team Challenges*, *Instant Challenges*, *Rules of the Road* and materials for educational purposes within your school or organization.

The contents of the 2010-11 *Team Challenges*, *Rules of the Road*, and this set of *Instant Challenges* are copyrighted.

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Instant Challenge: Goals, Methods, Assessment

Goals

- To put a team's creativity, teamwork and problem solving abilities to the test in a short, time-driven Challenge.
- Develop creative problem solving abilities.
- Develop performance techniques.
- Develop improvisational skills.
- Learn to analyze resources and use materials in new ways.
- Improve time management skills.
- Promote self-realization: Recognize and make the most of strengths.
- Promote team-realization: Recognize and make the most of a team's diverse strengths.

Methods

- Teams will use provided materials to create a solution within the time limit and present the solution to Appraisers.
- Teams will analyze the Challenge and any available materials and determine how best to use them in the solution.
- Teams will use their collective and individual abilities and strengths to best advantage in solving the Challenge.
- Teams will keep track of time during the solution and presentation phases of the Challenge.

Assessment

- Each *Instant Challenge* includes a scoring system that is completed by Appraisers to give team feedback on their solution. Feedback can also be provided by Team Managers and other supporters during practice sessions.
- These Challenges are similar to Challenges used in Destination ImagiNation Tournaments and can be used to provide teams with "Tournament-like" conditions. Teams may choose to have an outside party, such as a Team Manager, evaluate their solutions in the categories within the Challenge. Feedback can and should be provided to the team when practicing with these Challenges.



This set of *Instant Challenges* has been provided to help teams prepare for the *Instant Challenge* portion of the Tournament. Each Challenge is presented as it would appear at the Tournament.

For each Challenge, you will find:

- An Appraiser Copy: This is the copy that is read to the team.
- A Team Copy: This copy should be placed where the team can read it as the Appraiser reads aloud.

In addition, some Challenges have additional pages:

- Materials List: In some Challenges, a set of materials would be on a table, and this list would be with the materials.
- For Appraisers Only (not all Challenges): For some Challenges, setup is required, and this page explains how the site should be set up.

What is *Instant Challenge*?

At your Tournament, your team will be scheduled to do an *Instant Challenge* in addition to your *Team Challenge*. *Instant Challenges* are confidential until the day of the Tournament, so your team will not know anything about the specific *Instant Challenge* you will be asked to solve until you are escorted to your *Instant Challenge* competition room.

The *Instant Challenge* portion of the competition is usually between five and ten minutes in duration, and is worth a total possible score of 100 points. Although each *Instant Challenge* has different requirements, all *Instant Challenges* reward teams for teamwork and the uniqueness and creativity of the team's solution.

Types of *Instant Challenges*

Instant Challenges can be loosely divided into two types, Performance-Based and Task-Based. However, many *Instant Challenges* are a blend of these two basic types. You will not know which type of *Instant Challenge* your team will receive until you enter the competition room.

1. **Performance-Based:** The focus of a Performance-Based *Instant Challenge* is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. In this type of Challenge you will be scored on the creativity of your performance, your presentation, and/or use of materials, along with teamwork. Your team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.
2. **Task-Based:** The focus of a Task-Based *Instant Challenge* is on your team working together to move, build, change or protect materials they are given in order to complete a task. Your team may also be asked to communicate information. Teams will be scored on how well they work together to design their solutions, on the creativity of their final projects, and on their success in completing the tasks. Team members may or may not be allowed to talk during the Challenge.

Additional IC Resources

- Be sure to read the sections on *Instant Challenge* in the *Rules of the Road*.
- Books and CDs of collected *Instant Challenges* are available www.ShopDI.org.

Practicing *Instant Challenges*

After each *Instant Challenge*: Debrief!

ALWAYS be sure to Debrief at the end of each *Instant Challenge* or set. Keep your questions friendly and not judgmental (i.e., defer judgment). Allow the TEAM to answer the questions and draw its own conclusions.

Ten Important Questions to ask after every *Instant Challenge* Activity:

1. How do you think you did as a team? What did you learn about teamwork by doing this Challenge?
2. How well did you manage your time? How might you have used your time more effectively?
3. What were some strengths of your solution? What worked well?
4. If you were to solve Challenge over again, what might you do differently?
5. Did your team use any CPS tools? If so, which ones? If not, which ones might you have used?
6. How well do you feel you utilized the materials you were given? How might you have used the materials differently? Were there materials you did NOT use? If not, why not? How might they have been used?
7. How well did you create your solution to fit the emphasis in the scoring? Would you do anything differently?
8. If the solution did not work, what could you have done to make the solution work?
9. Could your solution have been more creative, novel or unique? What might you have done to make that happen?
10. Finally, and most importantly: WHAT DID YOU LEARN?

Tips for *Instant Challenge* Team Managers

There are many different things you can do to help your team improve its *Instant Challenge* skills. Some ideas you might try are listed below.

1. Ask the team members to generate ideas about which team jobs they might assign themselves so they can be better organized in their approach to *Instant Challenges*. Some of these jobs might be:
 - Timekeeper: makes the team aware of the time left for them to work on its Challenge
 - Scorer: makes sure the team is mindful of what is important in the Challenge scoring
 - Story: helps to organize the performance, if one is required
 - Technical: helps to organize the technical element, if one is required
2. Have the team members switch jobs for each practice session so they become familiar with all of them.
3. Videotape the team as it practices *Instant Challenge*. Then, as the tape is replayed, have the team critique what it sees. This is especially valuable for developing teamwork skills.
4. In order to encourage fluidity and to discourage the team from thinking there is only one “correct” solution to a Challenge, have the team do the same *Instant Challenge* several times, requiring a different solution each time.
5. Have the team do the same Task-Based Challenge several times, and remove an important material each time.
6. When the team has completed an *Instant Challenge*, don’t retire it permanently. Have the team do it again several weeks later. Discuss with the team whether it is approaching the Challenge differently than before; if so, have the team members discuss what they learned that made them change their approach.

TWO ROADS

Challenge

Your team is to present a PERFORMANCE in which you choose to go down one of 2 roads.

Time

You will have up to 4 minutes to plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

A famous poet once wrote about walking down a road and coming to a place where the road split into two. One of the new roads was well-traveled; the other was not. The poet chose the second road. Your team is to present a PERFORMANCE in which you find yourself in the same situation. You are walking down a road and find that the road splits into two. You are to decide which road you will take. As you plan your PERFORMANCE, be sure to make signs to show where the roads lead.

Materials

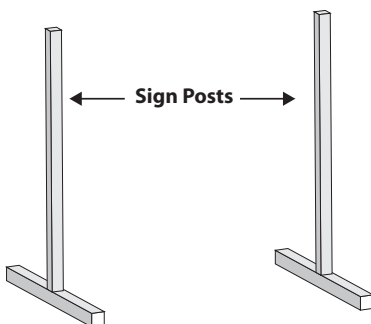
You will have posterboard and colored markers to make 2 signs. The markers may NOT be damaged and may NOT be part of your PERFORMANCE. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive

- A. 10 points if you create 2 signs for your PERFORMANCE.
- B. Up to 20 points (40 points maximum) for the creativity of each of the places to which the new roads lead.
- C. Up to 30 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

For Appraisers Only

The setup consists of 2 posts and a table. The posts need to be tall enough that a sign can be placed on each of them. On the table are two sheets of posterboard and markers.



TEAM COPY

TWO ROADS

Challenge

Your team is to present a PERFORMANCE in which you choose to go down one of 2 roads.

Time

You will have up to 4 minutes to plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

- A famous poet once wrote about walking down a road and coming to a place where the road split into two.
- One of the new roads was well-traveled; the other was not. The poet chose the second road.
- Your team is to present a PERFORMANCE in which you find yourself in the same situation.
- You are walking down a road and find that the road splits into two.
- You are to decide which road you will take.
- As you plan your PERFORMANCE, be sure to make signs to show where the roads lead.

Materials

You will have posterboard and colored markers to make 2 signs. The markers may NOT be damaged and may NOT be part of your PERFORMANCE. All other props are imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive

- A. 10 points if you create 2 signs for your PERFORMANCE.
- B. Up to 20 points (40 points maximum) for the creativity of each of the places to which the new roads lead.
- C. Up to 30 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

TIME TRIALS

Challenge

Your TASK is build bridges... but you must figure out when to stop.

Time

You will have up to 2 minutes to discuss strategy and then up to 4 minutes to build bridges... but after the 1st bridge, you may stop anytime.

Setup

In the center of the room are 7 posts within a taped area. There is also a table with materials.

Procedure

Part One (2 minutes): Discuss strategy. During Part One, you may NOT touch any of the materials or the posts.

Part Two (4 minutes): Build bridges and place them on posts as quickly as possible. The more consecutive bridges that you build, the more points you will receive. However, you will also receive points for any unused time. You need to decide when to stop! You may stop time as soon as you have built one bridge. The bridges may NOT be attached to the posts. You may NOT move the posts. Only 1 team member may be within the taped area at a time.

Materials

- | | | |
|---|--|--|
| <input type="checkbox"/> 6 Straws | <input type="checkbox"/> 4 Mailing Labels | <input type="checkbox"/> 6 Twist Ties |
| <input type="checkbox"/> 4 Craft Sticks | <input type="checkbox"/> 12in (30cm) of String | <input type="checkbox"/> 2 Sheets of Paper |
| <input type="checkbox"/> 5 Pencils | <input type="checkbox"/> 1 Piece of Foil | <input type="checkbox"/> 5 Chenille Sticks (Pipe Cleaners) |

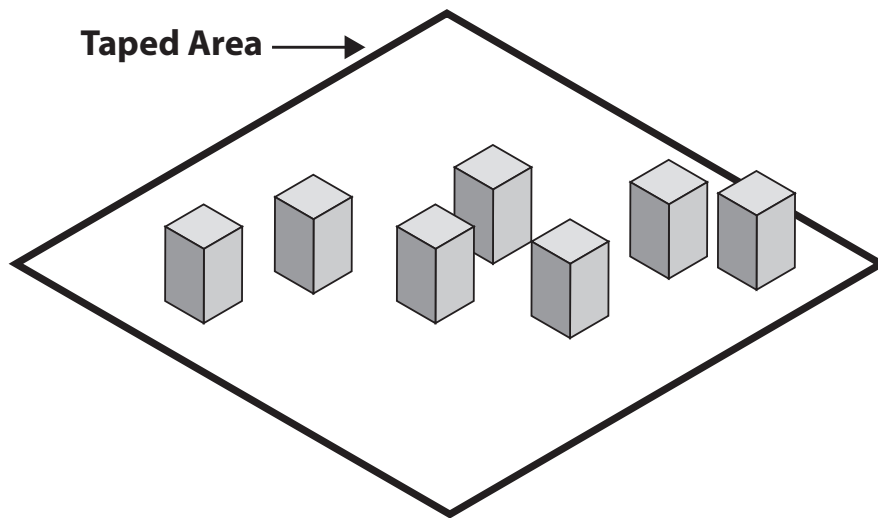
Scoring: You will receive

- A. 5 points for the 1st bridge, then double the points for each consecutive bridge (i.e., 10 points for 2 consecutive bridges, 20 points for 3 consecutive bridges, etc.). (Maximum score = 160 points.)
- B. ½ point for each second remaining in Part Two when the team calls time. (Maximum score = 120 points.)
- C. Up to 40 points for how well your team works together.

TIME TRIALS

For Appraisers Only:

1. The setup consists of seven 4in x 4in x 12in (10cm x 10cm x 30cm) wooden posts arranged in a row. However, the distances between the posts should vary from 18in (45cm) to 24in (60cm). The posts are within a taped area. The location of each of the posts should be indicated by pieces of tape. There is also a table with materials.



2. In Part Two, only 1 team member may be within the taped area at a time. If more than 1 team member is within the taped area, all team members should be asked to leave the taped area before the team may proceed with the Challenge.

TEAM COPY

TIME TRIALS

Challenge

Your TASK is build bridges... but you must figure out when to stop.

Time

You will have up to 2 minutes to discuss strategy and then up to 4 minutes to build bridges... but after the 1st bridge, you may stop anytime.

Setup

In the center of the room are 7 posts within a taped area. There is also a table with materials.

Procedure

Part One (2 minutes):

- Discuss strategy.
- During Part One, you may NOT touch any of the materials or the posts.

Part Two (4 minutes):

- Build bridges and place them on posts as quickly as possible.
- The more consecutive bridges that you build, the more points you will receive. However, you will also receive points for any unused time. You need to decide when to stop!
- You may stop time as soon as you have built one bridge.
- The bridges may NOT be attached to the posts. You may NOT move the posts.
- Only 1 team member may be within the taped area at a time.

Scoring: You will receive

- 5 points for the 1st bridge, then double the points for each consecutive bridge (i.e., 10 points for 2 consecutive bridges, 20 points for 3 consecutive bridges, etc.). (Maximum score = 160 points.)
- $\frac{1}{2}$ point for each second remaining in Part Two when the team calls time. (Maximum score = 120 points.)
- Up to 40 points for how well your team works together.

TIME TRIALS MATERIALS

(Tape to Table)

- ☐ 6 Straws
- ☐ 4 Craft Sticks
- ☐ 5 Pencils
- ☐ 4 Mailing Labels
- ☐ 12in (30cm) of String
- ☐ 1 Piece of Foil
- ☐ 5 Chenille Sticks (Pipe Cleaners)
- ☐ 6 Twist Ties
- ☐ 2 Sheets of Paper

CATALOG

Challenge

Your TASK is to make a catalog that contains 3 items for sale and then present a PERFORMANCE in which you show the items to the Appraisers.

For the purpose of this Challenge, a “catalog” is a book that tells about items for sale.

Time

You will have up to 5 minutes to make your catalog, as well as plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

You are to make a catalog with 3 unusual items. You should then present a skit in which you show the items to the Appraisers.

Materials

A large piece of paper and a box of markers will be available for you to make your catalog. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive

- A. 10 points if you make a catalog that contains 3 items.
- B. Up to 20 points for the creativity of your catalog.
- C. Up to 10 points (30 points maximum) for the creativity of each of the items for sale in the catalog.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

TEAM COPY

CATALOG

Challenge

Your TASK is to make a catalog that contains 3 items for sale and then present a PERFORMANCE in which you show the items to the Appraisers.

For the purpose of this Challenge, a “catalog” is a book that tells about items for sale.

Time

You will have up to 5 minutes to make your catalog, as well as plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

- You are to make a catalog with 3 unusual items.
- You should then present a skit in which you show the items to the Appraisers.

Materials

A large piece of paper and a box of markers will be available for you to make your catalog. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive

- A. 10 points if you make a catalog that contains 3 items.
- B. Up to 20 points for the creativity of your catalog.
- C. Up to 10 points (30 points maximum) for the creativity of each of the items for sale in the catalog.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

ONE PLUS ONE

This is Part One of a Two-Part Challenge

Challenge

Your team is to divide into 2 groups that will each present a PERFORMANCE.

Time

You will have up to 1 minute to divide your team into 2 groups, up to 2 minutes for each group to plan and practice a PERFORMANCE, and then up to 2 minutes (1 minute each) for the groups to present their PERFORMANCES.

The Scene

Divide your team into 2 groups. The groups should go to the opposite sides of the room. An Appraiser will then give each group an envelope that gives instructions about the theme of that group's PERFORMANCE. You will have 2 minutes to plan and practice your PERFORMANCE, after which time, each group will have 1 minute to present its PERFORMANCE to the Appraisers. The groups may NOT talk to each other during this part of the Challenge.

Materials

A piece of paper and a pencil will be available for each group to use as it plans and presents its PERFORMANCE.

Scoring: You will receive up to

- A. 20 points (40 points maximum) for the creativity of each of the PERFORMANCES.

ONE PLUS ONE

This is Part One of a Two Part Challenge

Challenge

Your team is to divide into 2 groups that will each present a PERFORMANCE.

Time

You will have up to 1 minute to divide your team into 2 groups, up to 2 minutes for each group to plan and practice a PERFORMANCE, and then up to 2 minutes (1 minute each) for the groups to present their PERFORMANCES.

The Scene

- Divide your team into 2 groups. The groups should go to the opposite sides of the room. An Appraiser will then give each group an envelope that gives instructions about the theme of that group's PERFORMANCE. You will have 2 minutes to plan and practice your PERFORMANCES, after which time each group will have 1 minute to present its PERFORMANCE to the Appraisers. The groups may NOT talk to each other during this part of the Challenge.

Materials

A piece of paper and a pencil will be available for each group to use as it plans and presents its PERFORMANCE.

Scoring: You will receive up to

- A. 20 points (40 points maximum) for the creativity of each of the PERFORMANCES.

ONE PLUS ONE

Instructions to First Group:

Prepare a skit about losing something.

Instructions to Second Group:

Prepare a skit about going on a trip to a new country.

ONE PLUS ONE

This is Part Two of a Two-Part Challenge

Challenge

You team is to present a PERFORMANCE that combines the first two skits.

Time

You will have up to 1 minute to plan and practice your skit, and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

What does one skit plus one skit equal? Put the first two skits together to make a new skit.

Scoring: You will receive up to

- B. 40 points for the creativity of your PERFORMANCE.
- C. 20 points for how well your team works together in Parts One and Two.

ONE PLUS ONE

This is Part Two of a Two-Part Challenge

Challenge

Your team is to present a PERFORMANCE that combines the first two skits.

Time

You will have up to 1 minute to plan and practice your skit, and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

- What does one skit plus one skit equal?
- Put the first two skits together to make a new skit.

Scoring: You will receive up to

- A. 40 points for the creativity of your PERFORMANCE.
- B. 20 points for how well your team works together in Parts One and Two.

A CHALLENGE OF A BRIDGE

Challenge

Your TASK is to build a bridge between 2 posts of different heights that will hold golf balls.

Time

You will have up to 5 minutes to build your bridge and practice adding golf balls, and then up to 2 minutes to add golf balls to your bridge for score.

Setup:

In the center of the room is a table with 2 posts of different heights. There is a second table with materials and 10 golf balls.

Procedure:

- **Part One (5 minutes):** Use the materials to build a bridge between the 2 posts. Your bridge may only rest on top of each of the posts and may NOT be attached to anything. You may practice adding golf balls to the bridge in Part One. However, at the end of Part One, all of the golf balls must be removed.
- **Part Two (2 minutes):** Add golf balls one at a time to the bridge for score. You may NOT touch the bridge when adding golf balls, and the golf balls must be between the 2 posts and may only touch the bridge. If you did not finish building your bridge in Part One, you may continue in Part Two. However, you may NOT begin adding golf balls to your bridge until it has been completed.

Materials

- | | | | |
|---|--|---|---|
| <input type="checkbox"/> 2 Chenille Sticks
(Pipe Cleaners) | <input type="checkbox"/> 3 Clothespins | <input type="checkbox"/> 12 Straws | <input type="checkbox"/> 6 Mailing Labels |
| <input type="checkbox"/> 3 Rubber Bands | <input type="checkbox"/> 2 Sheets of Paper | <input type="checkbox"/> 1 Envelope | <input type="checkbox"/> 2 Index Cards |
| <input type="checkbox"/> 3 Craft Sticks | <input type="checkbox"/> 7 Paper Clips | <input type="checkbox"/> 12in (30cm) of
String | <input type="checkbox"/> 1 Paper Bag |

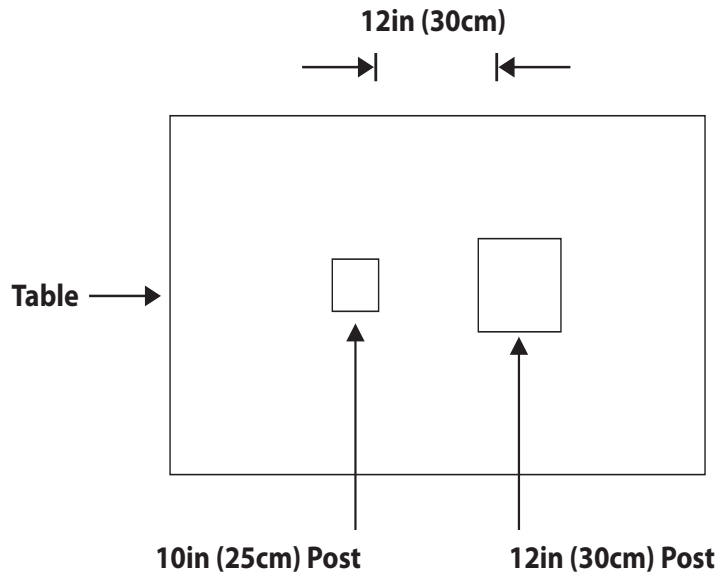
Scoring: You will receive

- 10 points if you have a bridge spanning the 2 posts at the end of Part One.
- 5 points (50 points maximum) for each ball supported by your bridge in between the 2 posts in Part Two.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

A CHALLENGE OF A BRIDGE

For Appraisers Only

1. The setup consists of table in the middle of the room. In the middle of the table are two 4in x 4in (10cm x 10cm) posts. One of the posts is 10in (25cm) tall; the other is 12in (30cm) tall. The posts are 12in (30cm) apart. There is a second table with materials and 10 golf balls.



2. In order to be "supported" by the bridge, a golf ball must only be touching the bridge between the 2 inner edges of the posts and must remain between the 2 posts for at least 3 seconds.

TEAM COPY

A CHALLENGE OF A BRIDGE

Challenge

Your TASK is to build a bridge between 2 posts of different heights that will hold golf balls.

Time

You will have up to 5 minutes to build your bridge and practice adding golf balls, and then up to 2 minutes to add golf balls to your bridge for score.

Setup

In the center of the room is a table with 2 posts of different heights. There is a second table with materials and 10 golf balls.

Procedure:

Part One (5 minutes):

- Use the materials to build a bridge between the 2 posts. Your bridge may only rest on top of each of the posts and may NOT be attached to anything.
- You may practice adding golf balls to the bridge in Part One. However, at the end of Part One, all of the golf balls must be removed.

Part Two (2 minutes):

- Add golf balls one at a time to the bridge for score.
- You may NOT touch the bridge when adding golf balls, and the golf balls must be between the 2 posts and may only touch the bridge.
- If you did not finish building your bridge in Part One, you may continue in Part Two. However, you may NOT begin adding golf balls to your bridge until it has been completed.

Scoring: You will receive

- A. 10 points if you have a bridge spanning the 2 posts at the end of Part One.
- B. 5 points (50 points maximum) for each ball supported by your bridge in between the 2 posts in Part Two.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

TEAM COPY

A CHALLENGE OF A BRIDGE MATERIALS

(Tape to Table)

- ☐ 2 Chenille Sticks (Pipe Cleaners)
- ☐ 3 Rubber Bands
- ☐ 3 Craft Sticks
- ☐ 3 Clothespins
- ☐ 2 Sheets of Paper
- ☐ 7 Paper Clips
- ☐ 12 Straws
- ☐ 1 Envelope
- ☐ 12in (30cm) of String
- ☐ 6 Mailing Labels
- ☐ 2 Index Cards
- ☐ 1 Paper Bag

HATS OFF!

Challenge

Your TASK is to make at least 3 hats and then present a PERFORMANCE in which you use your hats.

Time

You will have up to 5 minutes to make your hats, as well as to plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

Setup

In the center of the room is a table with materials.

Procedure

- **Part One (5 minutes):** Use the materials on the table to make 3 hats and create a skit in which you use the hats. You may practice your skit in Part One.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers.

Materials:

- | | | |
|--|--|--|
| <input type="checkbox"/> 2 Sheets of Newspaper | <input type="checkbox"/> 4 Chenille Sticks (Pipe
Cleansers) | <input type="checkbox"/> 1 Comb |
| <input type="checkbox"/> 4 Mailing Labels | <input type="checkbox"/> 2 Large Rubber Bands | <input type="checkbox"/> 3 Pieces of Colored Paper |
| <input type="checkbox"/> 2 Sheets of Foil | <input type="checkbox"/> 6 Paper Clips | <input type="checkbox"/> 24in (60cm) of Twine |
| <input type="checkbox"/> 2 Paper Cups | | <input type="checkbox"/> 1 Strip of Cloth |

Five colored markers and 2 pairs of scissors also will be available, but these may NOT be damaged and may NOT be part of your hats. The comb may NOT be damaged. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive

- 5 points if you make 3 hats during Part One.
- Up to 15 points (45 points maximum) for the creativity of each of the hats.
- Up to 30 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

For Appraisers Only:

- The setup consists of a table with materials.
- If team members create more than 3 hats, they should be asked to identify which 3 hats they wish to be scored.

TEAM COPY

HATS OFF!

Challenge

Your TASK is to make at least 3 hats and then present a PERFORMANCE in which you use your hats.

Time

You will have up to 5 minutes to make your hats, as well as to plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

Setup

In the center of the room is table with materials.

Procedure

Part One (5 minutes):

- Use the materials on the table to make 3 hats and create a skit in which you use the hats.
- You may practice your skit in Part One.

Part Two (2 minutes):

- Present your PERFORMANCE to the Appraisers.

Scoring: You will receive

- A. 5 points if you make 3 hats during Part One.
- B. Up to 15 points (45 points maximum) for the creativity of each of the hats.
- C. Up to 30 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

HATS OFF! MATERIALS

(Tape to Table)

- ☐ 2 Sheets of Newspaper
- ☐ 4 Mailing Labels
- ☐ 2 Sheets of Foil
- ☐ 2 Paper Cups
- ☐ 4 Chenille Sticks (Pipe Cleaners)
- ☐ 2 Large Rubber Bands
- ☐ 6 Paper Clips
- ☐ 1 Comb
- ☐ 3 Pieces of Colored Paper
- ☐ 12in (60cm) of Twine
- ☐ 1 Strip of Cloth

Five colored markers and 2 pairs of scissors also will be available, but these may NOT be damaged and may NOT be part of your hats. The comb may NOT be damaged. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

RHYTHMIC STORY

Challenge

Your team is to present a PERFORMANCE in which you use team-created instruments to tell a story.

Time

You will have up to 5 minutes to plan and practice your skit, as well as make instruments, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

Music and rhythm are a big part of cultures all over the world. In this Challenge, your team is to create your own rhythmic instruments that will help you tell a story. Your story should have a beginning, a middle and an end.

Materials

- | | | |
|--|---|---|
| <input type="checkbox"/> 2 Plastic Cups | <input type="checkbox"/> 3 Marbles | <input type="checkbox"/> 2 Plastic Spoons |
| <input type="checkbox"/> 2 Pencils | <input type="checkbox"/> 5 Paper Clips | <input type="checkbox"/> 2 Plastic Bottles |
| <input type="checkbox"/> 2 Cardboard Tubes | <input type="checkbox"/> 4 Mailing Labels | <input type="checkbox"/> 1 Piece of Cardboard |

A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive

- A. 10 points if your PERFORMANCE has a beginning, a middle and an end.
- B. 5 points (20 points maximum) for each rhythmic instrument used in your PERFORMANCE.
- C. Up to 20 points for the creativity of your rhythmic instruments.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

TEAM COPY

RHYTHMIC STORY

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- C. Up to 20 points for the creativity of your rhythmic instruments.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

TEAM COPY

RHYTHMIC STORY MATERIALS

(Tape to Table)

- ☐ 2 Plastic Cups
- ☐ 2 Pencils
- ☐ 2 Cardboard Tubes
- ☐ 3 Marbles
- ☐ 5 Paper Clips
- ☐ 4 Mailing Labels
- ☐ 2 Plastic Spoons
- ☐ 2 Plastic Bottles
- ☐ 1 Piece of Cardboard

A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

MULTIPLE CHOICE

This is Part One of a Two-Part Challenge

Challenge

Your TASK is to build as many free-standing structures as you can that are as tall as possible.

For the purpose of this Challenge, “free-standing” means the structure is not attached to anything.

Time

You will have up to 4 minutes to design and build your structures.

Setup

In the center of the room is a table with materials on it.

Procedure

Using only the materials on the table, build as many free-standing structures as you can that are as tall as possible. To be considered for score, each structure must be made of at least 2 materials.

Materials

- | | | |
|--|---|--|
| <input type="checkbox"/> 1 Plastic Bottle | <input type="checkbox"/> 4 Mailing Labels | <input type="checkbox"/> 1 Sheet of Foil |
| <input type="checkbox"/> 2 Pencils | <input type="checkbox"/> 1 Envelope | <input type="checkbox"/> 2 Rubber Bands |
| <input type="checkbox"/> 1 Twist Tie | <input type="checkbox"/> 2 Plastic Forks | |
| <input type="checkbox"/> 2 Straws with Paper | <input type="checkbox"/> 3 Toothpicks | |

A ruler will be available for your team to use but may NOT be part of a structure and may NOT be damaged.

Scoring: You will receive

- A. 1 point (30 points maximum) for each inch (2.5cm) of height of all of your structures together.
- B. 5 points (20 points maximum) for each structure at the end of Part One.

For Appraisers Only

The setup consists of a table with materials and a ruler.

MULTIPLE CHOICE

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- B. 5 points (20 points maximum) for each structure at the end of Part One.

TEAM COPY

MULTIPLE CHOICE MATERIALS

(Tape to Table)

- ☐ 1 Plastic Bottle
- ☐ 2 Pencils
- ☐ 1 Twist Tie
- ☐ 2 Straws with Paper
- ☐ 4 Mailing Labels
- ☐ 1 Envelope
- ☐ 2 Plastic Forks
- ☐ 3 Toothpicks
- ☐ 1 Sheet of Foil
- ☐ 2 Rubber Bands

A ruler will be available for your team to use but may NOT be part of a structure and may NOT be damaged.

MULTIPLE CHOICE

This is Part Two of a Two-Part Challenge

Challenge

Your TASK is to choose one of the structures you built in Part One and use it span the gap between 2 wooden posts that are as far apart as possible.

Time

You will have up to 2 minutes to choose the structure you wish to use and to span the gap between 2 wooden posts.

Setup

The Appraisers have now placed 2 wooden posts on the table.

Procedure

Choose one of the structures you built in Part A and use it to span the gap between the 2 wooden posts. You may move the posts as far apart as you wish. You may alter the structure, but you may not add any additional materials. To be counted for score, the structure must span the gap for at least 3 seconds when time is called. The structure may only touch the tops of the posts.

Scoring: You will receive

- A. 10 points if you have a structure spanning the gap between the 2 posts at the end of Part Two.
- B. 1 point (20 points maximum) for each inch (2.5cm) of distance between the 2 posts at the end of Part Two.
- C. Up to 20 points for how well your team works together in Parts One and Two.

MULTIPLE CHOICE

This is Part Two of a Two-Part Challenge

Challenge

Your TASK is to choose one of the structures you built in Part One and use it span the gap between 2 wooden posts that are as far apart as possible.

Time

You will have up to 2 minutes to choose the structure you wish to use and to span the gap between 2 wooden posts.

Setup

The Appraisers have now placed 2 wooden posts on the table.

Procedure

- Choose 1 of the structures you built in Part One and use it to span the gap between the 2 wooden posts.
- You may move the posts as far apart as you wish.
- You may alter the structure, but you may not add any additional materials.
- To be counted for score, the structure must span the gap for at least 3 seconds when time is called.
- The structure may only touch the tops of the posts.

Scoring: You will receive

- A. 10 points if you have a structure spanning the gap between the 2 posts at the end of Part Two.
- B. 1 point (20 points maximum) for each inch (2.5cm) of distance between the 2 posts at the end of Part Two.
- C. Up to 20 points for how well your team works together in Parts One and Two.

TIES

Challenge

Your TASK is to make 3 creative ties and then present a PERFORMANCE in which you show the Appraisers why they are tied together.

For the purpose of this Challenge, “tied together” means that there is a theme that is shared by each of the ties.

Time

You will have up to 5 minutes to make your ties, as well as plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

In this Challenge, you will have the chance to make 3 creative ties and then show the Appraisers why your ties are creative. Be sure your ties are tied together!

Materials

You will have 3 cardboard ties to decorate, as well as a box of markers. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to

- A. 20 points for the creativity of the theme that “ties” all your ties together.
- B. 10 points (30 points maximum) for the creativity of each tie.
- C. 30 points for the creativity of your PERFORMANCE.
- D. 20 points for how well your team works together.

TEAM COPY

TIES

Challenge

Your TASK is to make 3 creative ties and then present a PERFORMANCE in which you show the Appraisers how they are tied together.

For the purpose of this Challenge, “tied together” means that there is a theme that is shared by each of the ties.

Time

You will have up to 5 minutes to make your ties, as well as plan and practice your skit, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

- In this Challenge, you will have the chance to make 3 creative ties and then show the Appraisers why your ties are creative.
- Be sure your ties are tied together!

Materials

You will have 3 cardboard ties to decorate, as well as a box of markers. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to

- A. 20 points for the creativity of the theme that “ties” all your ties together.
- B. 10 points (30 points maximum) for the creativity of each tie.
- C. 30 points for the creativity of your PERFORMANCE.
- D. 20 points for how well your team works together.

Create Your Own *Instant Challenges*

Purpose

- To teach teams to create their own *Instant Challenges* from the table below.
- To give teams additional practice in *Instant Challenge*.
- To introduce the Morphological Matrix Creative Problem Solving Tool

Procedure:

1. Gather the materials in Column A (or substitute whatever is handy!).
2. Decide which type of *Instant Challenge* you would like to create (i.e., Performance-Based, Task-Based, or a Combination) then follow the directions below.
3. Appoint two team members to act as Appraisers. Be sure one serves as a Timekeeper.
4. Appoint one or more team members to act as observers. Have them make notes about the rest of the team as they solve the Challenge.
5. Don't forget to DEBRIEF using the 10 questions on page 1!
 - **Performance-Based Challenge:** RANDOMLY choose one or more items from A, and one item from D and E.
 - **Combination Challenge:** RANDOMLY choose one or more items from A, and one item from one or more of the other columns. (You may skip Column B, for example, and still have a great *Instant Challenge*.) We encourage you to experiment!
 - **Task-Based Challenge:** RANDOMLY choose one or more items from A, and one item from B and C.

	A: MATERIALS	B: MAKE A ...	C: THAT WILL...	D: PLACE	SITUATION
1.	Cereal box	Cleaning tool	Move	Middle of a highway	Talking to a fish
2.	Newspaper	Vehicle	Make a job easier	Outer space	Late!
3.	Plastic shopping bag	Aircraft	Keep us healthy	Top of a mountain	Lost all your money!
4.	Linguini	Kitchen tool	Make people laugh	Basement	Selling furniture
5.	Cotton balls	Sculpture	Appeal to a grandfather	Wild, scary jungle	Cleaning the kitchen
6.	Rope	Device	Scare people	Desert	Discovered a new species of snake
7.	Aluminum foil	Tower	Hold a tennis ball	Concert	Making a fancy meal
8.	Posterboard	Shelter	Protect an egg	On top of a spaghetti	Lost your homework
9.	Yard (meter) stick	Cosmetic item	Make noise	In the clothes washer	Caught in the rain
10.	Paper plate	Carrier	Hit a target	Under the ocean	Are very, very hungry
11.	Clay	Fancy dress	Hold a brick	Storybook Land	Trying to fly
12.	Straws	Container	Signal	Treehouse	Cannot stop giggling
13.	Toothpicks	Game	Make people angry	Rainforest	Trying to dance
14.	Deck of cards	Pincher	Shake	Antarctica	Riding a racecar

Destination ImagiNation *Instant Challenge*

Challenge

Your Challenge is to _____

Time

You will have up to _____ minutes to _____

Setup

Procedure

Materials

Scoring: You will receive

- A. _____
- B. _____
- C. _____
- D. _____
- E. Up to 20 points for how well your team works together.